



## Virtua Fighter Kids

Includes all the awesome game play of Virtua Fighter 2, packed into a pint size punch!



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SEGA®



SEGA SATURN

81016



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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

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This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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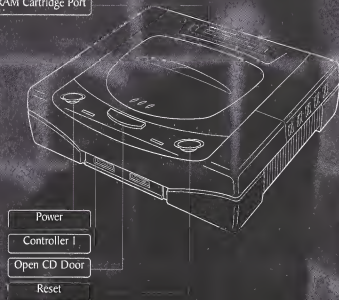
## GETTING STARTED

1. Set up your Sega Saturn System as described in its instruction manual.
2. Place Disk I Mr. Bones, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, open the CD drive door, or perform a soft reset during the Title Loop to reach the CD Control Panel.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

## GAME CONSOLE

RAM Cartridge Port



## BONE VOYAGE!

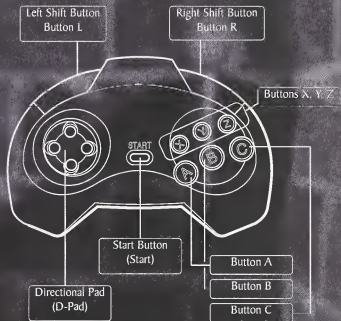
The immortal DaGouliau has discovered a means to animate the dead: skeletism. An army of skeletons, eyes glowing red, is about to rise and lay waste to the world. Only one skeleton stands in the way: blue-eyed mr. Bones.

Now mr. Bones will take you on a wild, calcium-rich adventure filled with the most grueling, mind-twisting tests ever to appear on the Saturn.

In your race to stop DaGouliau, you'll be chased by runaway logs, you'll walk on thin ice, and you'll learn to play guitar. You'll even perform a set at the Army of Darkness comedy club.

What you're about to experience will have you jumping out of your skin. So grab your clavicles and get ready.

## CONTROLS





## BONES CONTROLS

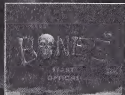
The following is a list of the basic controls for controlling Mr. Bones.

START	PAUSE
D-Pad UP	PULLS MR. BONES UP ONTO PLATFORMS THAT HE HAS JUMPED UP AND GRABBED.
D-Pad DOWN	CROUCH
D-Pad LEFT	MOVE LEFT
D-Pad RIGHT	MOVE RIGHT
A BUTTON	TAP REPEATEDLY TO TEMPORARILY RAISE YOUR LEVEL OF SKELETISM/RE-ATTACH LIMBS.
B BUTTON	ACTIVATE YOUR SKELETISM PLASMA BEAM
C BUTTON	JUMP (Press the C Button twice to grab hold of and hang from trees and rock formations)
X BUTTON	LONG LEGS CONFIGURATION
Y BUTTON	LONG ARM CONFIGURATION
Z BUTTON	SUM JIM CONFIGURATION
L SHIFT BUTTON	N/A
R SHIFT BUTTON	N/A

## MAIN GAME MENU

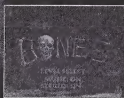
Here you can begin play or access the Options Menu.

To make a selection in the game menus, press the D-Pad UP or DOWN to highlight an option and press the A, C, or START Button to make your selection.



## OPTIONS MENU

Here you can turn the game's background music and stereo settings on or off.



## THE CONCEPT OF SKELETISM

The individual bones that comprise Mr. Bones are held together by what is called "Skeletal Magnetism" (or Skeletism), an attractive force that allows Mr. Bones to function as one of the "living."

When Mr. Bones' level of Skeletal Magnetism is diminished by enemy contact, he loses energy, body parts, and eventually his "life."

Mr. Bones can replenish his Skeletism by draining the evil Skeletism (red plasma) out of his enemies and converting it into good Skeletism (blue plasma). You



can replenish mr. Bones' Skeletism by either collecting Filler-Ups, unleashing your Plasma Beam on an enemy or replenishing, or "pumping-up," your Skeletal Magnetism temporarily (see RE-ATTACHING BODY PARTS on page 9).

## SKELETISM METER



The Skeletism Meter displays the amount of Skeletal Magnetism, or Skeletism, you have remaining - represented in the name "BONES" at the upper right of the game screen. Each time you take a hit from an enemy or enemy object, fall, or slam into an object or piece of scenery, your Skeletism level diminishes. Each time you regain any amount of Skeletism, the Meter will flash in blue.

When your Skeletism has reached an extremely low level, the Meter will disappear and mr. Bones will flash an orange color. When you manually replenish your Skeletism, the amount replenished is measured by a gradual blue flashing in each letter of the Skeletism Meter. Full Skeletism is realized when all letters appear full.

## RE-ATTACHING BODY PARTS

**(The leg bone's connected to the hip bone, the hip bone's connected to the...)**

It is Skeletism that allows mr. Bones to collect lost body parts. When mr. Bones' Skeletism level is high (as indicated by your Skeletism Meter), you can collect parts simply by being in close proximity to them. When mr. Bones' Skeletism level is low and you come in contact with a body part, you must press the A Button repeatedly to pump up your Skeletism level temporarily. \*Please note that if you temporarily replace a body part while your Skeletism level is extremely low, that part will detach the moment you jump or jar mr. Bones' body in any way.

## Putting The Right Part In The Right Place

In order to collect a part, mr. Bones must already possess what is called a Prerequisite Part. For instance, to collect an Arm you must already possess the Rib Cage; to collect Legs, you must already possess a Hip Bone, and so on.

The Rib Cage and Hip Bone are the only parts that attach directly to the Skull and Spine. You can collect bones without prerequisite, but they'll simply dangle precariously until you get the connecting bone.



## EXOTIC/SPECIAL CONFIGURATIONS

Exotic/Special Configurations are used in a few levels to obtain powerups and in "The Valley" to complete the level. The three special configurations are Long Legs, Slim Jim and Long Arm. (Long Arm and Slim Jim are not necessary to complete the day level.)

To perform each Exotic/Special Configuration, you must collect special icons throughout the game.

NOTE: In many levels, when you reach the exit you will see a "keyhole barrier" showing you what "normal" configurations you must be in to exit that level (missing a leg, having only a spine and skull, etc.). These are not to be confused with Exotic/Special Configurations.

## SKELETISM FILLER-UPS

**Blue Butterflies, Crystal Balloons, Mushrooms (ANYTHING BLUE)**

These partially replenish your Skeletism Meter.

## Blue Skulls

Blue Skulls fully replenish your skeletism.

## LEVELS

Before you are spine-tingling tests, each more difficult than the next. Your task is to survive and ultimately meet - and, of course, defeat - your evil creator, DaGoulain. Remember, as long as you keep the blue in your eyes blazing, those with the burning reds will never have your soul.



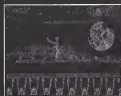
## GRAVE ESCAPE

Better run. DaGoulain's Army of Darkness is on your heels.

These marrow-filled mercenaries will stop at nothing to break you in two (or more).

## MAUSOLEUM

DaGoulain has quite a challenge for you this time. You're on a mausoleum roof, surrounded by DaGoulain's minions. They want to rip you limb from limb. If you want to keep your bones together, grab the Blue Butterflies, and don't stop jumping.





### THE VALLEY

Fog. Eerie mood music. Flying femurs... you're in the wrong neighborhood, mr. Bones, and the only way out is straight ahead. Watch for

bone-hurling skeletons, deep graves, wobbly head-stones, and your own body parts. This place will tear you apart - use your Plasma Beam to bleach some bones!

### GUITAR SOLO

The skeletons are just dying to hear you. You've got to inject some soul into that legion of cold hearts. The A, B, C, X, Y, and Z Buttons activate an assortment of "riffs" and tasty "licks". The better you play, the more blue they get.



### BATWOODS

Night/Dawn/Day of the Bats

The lush greenery holds bitter surprises. Frankenstein monsters and bone-stealing vampire bats can cause you untold grief. The monsters

can be skeletized away with the point of a finger, but it's best to avoid all the creatures of darkness. If you can.



### ROLLING LOGS

A fiendish bat loosens the jam and suddenly you're caught in an avalanche of lumber. Get a quick thumb on the Jump Button, and keep moving.

### DRUM SOLO

The doorway to the Wraith World can only be opened with a rhythmic beat. Play the drums by following the pattern indicated and you're in!



### GLASS SHARDS

The lovely Wraith has left you floating in the air. Welcome to the unknown, the heart of nowhere. As you leap from one glass shard to another, a voice from the sky will clue you in to

the nature of the blues. Please don't fall. And beware of the red shards.

### BIG BONES

Time for a gruesome game of skull pinball: put your body back together, piece by piece, using only your head. Press the D-Pad LEFT or RIGHT to control the direction of the skull bounce. Hit a body part and it's yours.





Fall into the abyss and lose a part. Use the red skull bumpers to your advantage, and you can make yourself whole again.

### VORTEN

You have been sucked into the vortex. You must collect lost body parts while dodging shards of glass. Dodge glass shards by jumping into the middle!



### UNDERWATER RIDE

The current is swift, but it can be ridden. Dive deep, and race through an underwater grotto filled with jagged twists, turns, and dips.

### LITTLE PEOPLE'S VILLAGE

Giant tarantulas have invaded the Land of the Little People. Jump and cut, or use your Plasma Beam to stop the arachnids before they snatch all the Little People away. Each person rescued will appear at the bottom of the screen. Watch for the Guiding Hand, and follow it to win.



### ICY LAKE

Use the D-Pad to slide across the frozen wastes. Look out for thin ice. If it's cracked - don't walk.



### BENEATH THE ICE

See Mr. Bones from a fish's point of view - the ice cracks with every second. Some advice: run. And don't jump.

### SHADOW MONSTER

There's only one way out of this vault, and it's up to you to find it. The stone wall before you is lit by fire. In that light, shadow demons come alive. They'll do everything in their power to prevent your escape.



### DRY MOAT

It's just you and T. Rex! And remember: Sparky doesn't like to lose. When he gets frustrated, he roars, and when T. Rex roars, walls crumble.

## STAINED GLASS

Sparky has gained wings and he's giving you a free ride through the castle. Unfortunately, nobody opened the windows first. If you want to live, collect the plasma balls and avoid the spiked tree trunks.



## SKELETISM GENERATOR

To get your bones back, catch the blue plasma and avoid the red fog. Move quickly, get skeletized, move on. You've been sucked into the generator. Just remember red is bad, blue is good.



## FUNNY BONES

Use the Controller Buttons to complete jokes in the correct sequence, but hurry it up... Junior and the gang make for a tough audience. No one liners here.

## FINALE

You're trapped in the arena with no way out. A desperate DaGoulain has gathered the red skeletism of his remaining creatures and turned it against you. Your only defense and offense is your guitar.

## Before you go...

### *Skeletism, Wraith World, Rhythm*

DaGoulain has discovered - and learned how to control - a basic force of the universe: skeletism.

Skeletism is vampirism made objective and controllable. It is the mirror image of photosynthesis. It is the black hole of your inner essence - what passes through it is either crushed or changed. It is the first breath of the newborn, the last breath of the dying. It is the Phoenix. It is the gods and the death of gods, fire and ashes, ice and smoke... It is a contagious red glow. All it touches is consumed.

If skeletism is a red band in the middle of the spectrum, DaGoulain has discovered the means to absorb the rest of the spectrum into skeletism. This is accomplished through noise, rhythm, mesmerism, and certain vampirical processes.

Of the tools used in the control of skeletism, the most important by far is rhythm. Red skeletism is unleashed by drumbeat, by finding the sacred tempo that awakens the dormant heart of the dead. DaGoulain opened the gate to Wraith World, a dimension where past, present, and future collide. He has formed an uneasy alliance with The Wraith, queen of that zone.

Like the basic elements of our world, earth, water, fire, and air, however, Wraith World can nurture or destroy you, warm you or burn you, bathe you or drown you. It's up to you. (And The Wraith of course.)

## CREDITS

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"Sparky"  
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